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NINJA GAIDEN II.

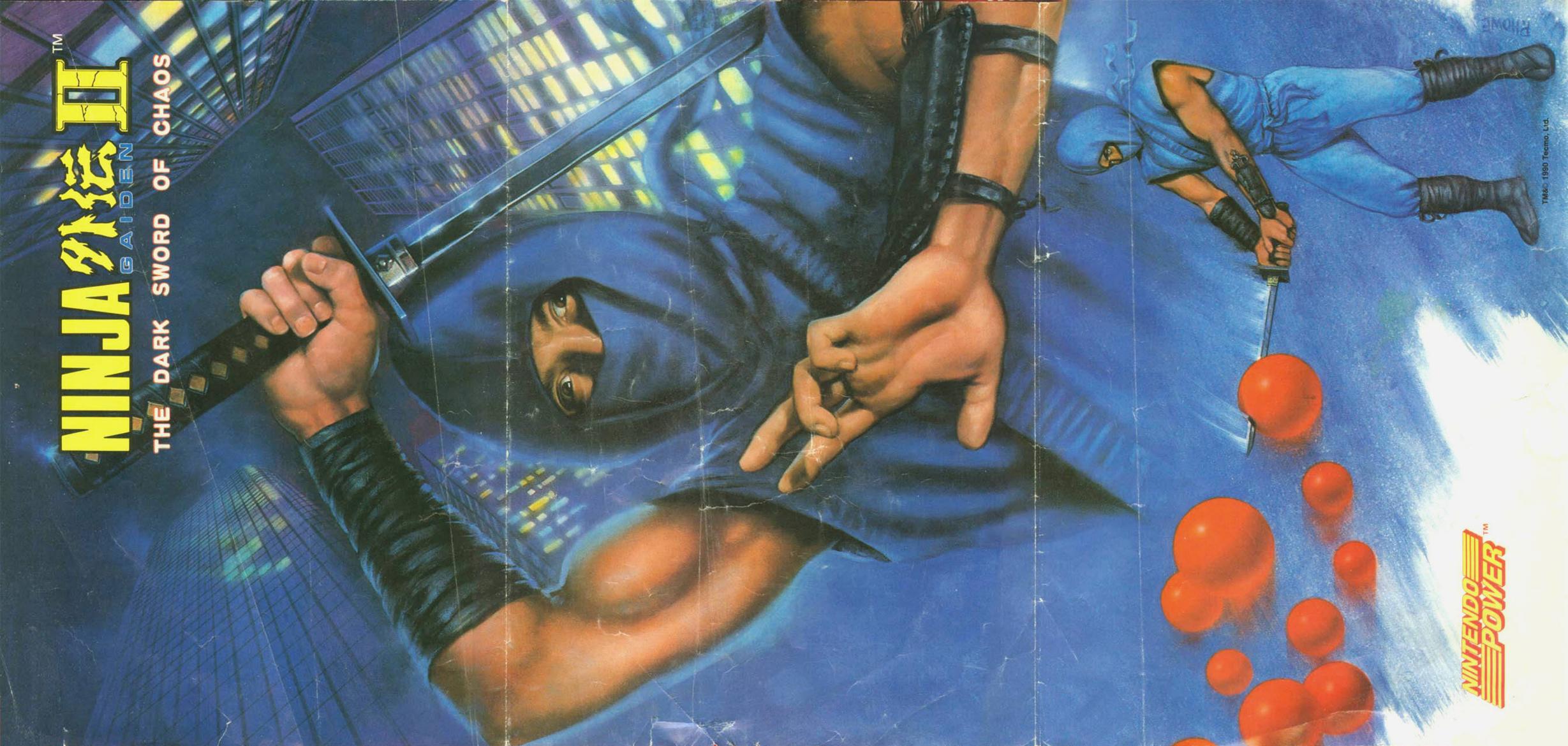
Learn the secret arts of a Ninja master



Nintendo

PLAY-TO-WIN STRATEGIES STRAIGHT FROM THE PROS





Although many Ninja techniques have been lost over time, and indeed many were never understood by outsiders, a few * are known to historians and martial arts researchers. An example of the versatility and resourcefulness of the Ninja can be illustrated by studying their multi-purpose equipment and a few of their tricks.

SHINOBI-KATANA



Ninja always carried their sword strapped to their backs when not in use, so it would not interfere with their movements.



The straighter Ninja sword was different from a curved Samurai sword in shape and use. The scabbard (sword casing) was a multi-purpose tool: It could

serve as a blow-gun, a hiding place for small objects and a snorkel-like breathing tube.

With the sharp end of the sword casing thrust into the ground, the sword could be used as a step to help the Ninja reach the top of a wall. In addition, the large hilt or hand guard of the Ninja sword could be used as a tool (to remove nails, for example).



Through their detailed study of nature, the Ninja learned many techniques that assisted them during their missions. Careful observation of his surroundings gave the Ninja helpful information. Since these techniques are based on the unchanging principles of nature, they can still be used today.

CAT'S EYE CLOCK

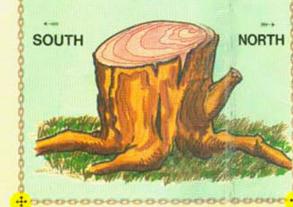


The sensitive eye of the common cat dilates differently depending on the time of day. By looking at a cat's pupil, the Ninja

could tell approximately what time it was. The only thing preventing the Ninja from inventing the first wrist watch was the cat's refusal to stay on his arm.

TREE COMPASS

A tree's growth rings, affected buy the Sun's position in the sky, are furither apart on the south side of the tritree than on the north side. A Ninja armed with this knowledge could use a faillen tree in the forest as a compass.





SHINOBI-ZUKIN













The Ninja's mask completed his uniform, and left only a small part of his face uncovered, allowing him to hide in the shadows and become invisible in darkness. A Shinobi Zukin can be made of a square yard of light-weight, dark cloth. The Ninja first folded the cloth into a triangle, put it over his head and held it as shown in the photo. He then tied the ends in back and arranged the cloth so the back of his head was hidden.





Because of the need for stealth, speed and silence, the Ninja did not wear armor. But in certain cases a Ninja might have worn Kusari-Katabira under his ninja uniform. Similar in appearance to chain mail, but lighter, # protected his heart from blows that managed to get through his defenses.





Many different types of climbing tools and hooks assisted the Ninja in tackling more difficult obstacles. The rope or chain attached to the Kagi-nawa was light and thin, but very strong, and was also suitable for use by the resourceful Ninja to bind captured foes or lay traps.







SHURIKEN

One of the most well known Ninja weapons was the Shuriken. These existed in many varieties, and like all Ninja weapons, are not toys! They are popular in motion pictures, but were really only a small part of the Ninja arsenal.







NINJA FOOTWEAR

Form and function were important in

slippery surfaces. The split-toe facilitated scaling barriers like the sheer walls of enemy fortresses.

the Ninja's footwear, called Waraji, as

WARAJI



The Legend Continues...







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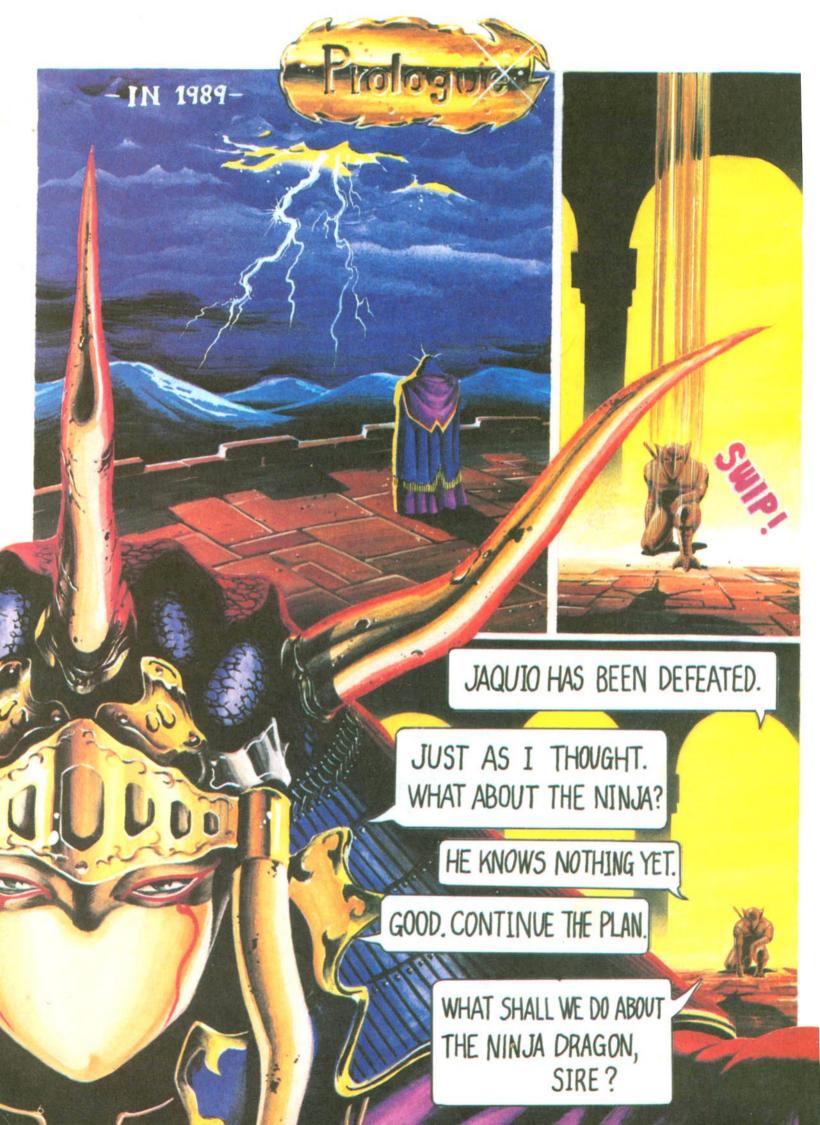
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ONE YEAR AFTER THE FATEFUL BATTLE WITH JAQUIO...

A NEW ADVENTURE BEGINS FOR RYU HAYABUSA,

THE NINJA OF THE DRAGON SWORD...





The beings that make up the armies of Chaos are from a realm beyond mortal comprehension. They are savage creatures that respect only one thing—Ashtar's power. They are not constrained by normal laws of physics, and can appear magically out of thin air.

CLONE BARBARIANS

Through the use of sorcery, Ashtar has created clones of the Malice Four. Clones of Barbarian are now mere footsoldiers in Ashtar's army.



SPIDER WIGHTS

These clawed creatures move slowly, but have a tendency to drop from above at inconvenient moments. Ryu must kneel and stab to attack them.

KILLER BATS

Bats from the depths of the Earth have been trained by Ashtar to kill, attacking with a swift up and down motion. They are difficult to avoid.



DARK NINJA

Some of the many Ninja clans have gone to the side of evil. Dark Ninja jump unexpectedly from below and attack with the Shuriken. Their ambush is difficult to avoid.

JACKSONS

Other evil humans have been cloned by Ashtar. You can guess who the role model for this duplicate was, and who wears a goalie's mask and attacks with a knife...



HARPIES

Attacking in a wide, sweeping motion with iron tipped talons scratching, these deadly birds of prey harass those who trespass in Ashtar's realm.

ROCKMEN

These musclebound giants have a limitless supply of boulders to throw at Ryu. You'll have to take them out fast before they have a chance to get the boulder rolling.



SLIMES

Slimes often ooze on walls, just out of the reach, and attack with blobs of poisonous protoplasm.

MONGOLIANS

Another foot soldier unit in Ashtar's armies, the Mongolians pace back and forth and are easily avoided. It is their positioning that makes them dangerous.



ROLPHERS

These contortionist creatures can contract into a rolling sphere and bounce around with deadly affect.

SNIPER JOES

Sniper Joe's weapon packs a punch and he is almost always stationed in areas where the force of his bullet will knock you into a pit.



KUO-TAOS

The many humanoids of the World of Chaos have joined in the assault on Earth. The bug-eyed Kuo-Tao creep slowly and are easily avoided.

HUSTLIN' JIMS

Where he's from and where he goes, nobody knows, but you'd better not get in his way! He'll charge through and try to hit you with his knife on the way.







WILL-O-WISPS

The Will-O-Wisp of legend lured men to their doom in swamps and primeval forests. Ashtar's Will-O-Wisps follow relentlessly with a slow burning touch of death.



The clones of Basaquer are as annoying as the original, attacking with Ninja knives as they jump above you. You'll have to be quick to get them with a sword thrust.



T

BOMBER HEAD CLONES

The clones of Bomber Head stand guard in many passages and strike with razorsharp rings of steel. They can be faked out by jumping around to spoil their aim.



Undead spirits given physical form by Ashtar's magic, they saunter slowly and aimlessly, sad shadows of the men they once were. Their touch is dangerous.





GOBLIN'S EYES

These octopoid creatures go into a frenzy when their victim is near. However, they pause for a moment before attacking— so you have a chance if you act fast.



Killer Golems were created by Ashtar through the forgotten science of Alchemy. They attack ferociously when approached by an enemy.





TARANTULAS

The giant spiders found throughout Ashtar's realm typically hang out of reach, and spit tiny but deadly blobs of venom at you.

PUMPKIN HEADS

Pumpkin Head walks softly and carries a big axe. He can spit fireballs, but you'll have plenty of time to get to him before he has a chance.





CLONE MALTHS

The clone of the former powerhouse of the Malice Four is not nearly as tough as the original, and requires only two or three sword thrusts to destroy.

DARK CARRIERS

These crustaceous killers inhabit the dark reaches of the Maze Of Darkness. Slow moving like the Spider Wights, they travel in packs.





FIRE SNAKES

These infernal vipers inhabit regions of intense heat. They occasionally visit cooler climates to search for prey, which they subdue with their dragon-like breath.

RUNNING STANS

Like his evil ally Hustlin' Jim, Running Stan is in a hurry to commit a crime. He'll clobber you with his club as he goes by, unless you get him first.





OBLI

That much-maligned creature, the bat, has been warped for evil purposes by Ashtar. Obli attack much like Harpies, but are quicker and more tenacious.

PSYCHIC BRAINS

Bodiless brains possessing great mental power, but little intelligence, Psychic Brains bound up from the flaming depths and launch a shower of fiery spores at intruders.



Suspended in air throughout Ryu's mission are the Dragon Spirit Crystal Balls. These red orbs are visible only to those with Ninja training. They contain useful items and Ninja arts Ryu can reveal only by slicing them open with his sword, or with a Ninja art. Once cut open, a symbol representing the item will appear. Ryu can collect it and reap its benefits.





NINJA POWER-UP 💹 💹

Ninja Power is necessary to use the many mystic Ninjutsu fighting techniques. A Blue Ninja Power-Up symbol will give you 10 Ninja Power points, a Red Ninja Power-Up will fill your Ninia Power to the maximum.



BONUS BOTTLES B

Grab the Bonus Bottles when they are revealed; Blue ones give you 1,000 bonus points; Red Bonus Bottles are worth 2,000. Points are important in Ryu's mission because he is given another life for every 100,000 he scores.



MEDICINE FOR RECOVERY

Even the greatest martial artists can be wounded in the course of battle. Medicine For Recovery is invaluable in continuing the fight against Chaos without losing a life.



THE SCROLL OF THE SPIRIT OF THE DRAGON

Filled with mystical wisdom, this item will raise the maximum level of Ryu's Ninja Power. With his Ninja Power maximum raised, Ryu will be able to store up more Ninja Power and use his Ninja arts more often.



1-UP

A Blue Ninja Symbol will grant Ryu another life in the war against Ashtar. Although they are often difficult to collect, their obvious value outweighs the risk.



SPLITTING YOUR BODY (PHANTOM DOUBLES)

A Red Ninja symbol will create an invincible double of Ryu which will follow him and copy his every move. Although they have a ghostly appearance, their swords are deadly to enemies, and when Ryu uses a Ninja art, so do they, with identical deadly effect.





NINJA ARTS ITEMS

Ninja Arts Items are also found concealed in the Dragon Spirit Crystal Balls. Using any of the Ninja arts gained from these items will decrease your Ninja Power. (Ninja arts are activated by pressing Up and the A Button). As long as you have a particular art, you can use it until you collect a different one. Certain arts are better for particular areas, and each uses a different amount of Ninja Power.

THROWING STAR (5 POINTS)



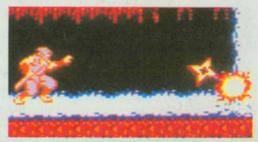
One of the basic Ninja weapons is the Throwing Star, or Shuriken. Ryu is well versed in its use, and hurls it with the skill of a circus knife thrower.



WINDMILL THROWING STAR (10 POINTS)



The Windmill Throwing Star slices through the target and, like a boomerang, comes back to Ryu, doing damage on the return trip as well. It is useful when enemies are attacking from both sides.



THE ART OF THE FIRE WHEEL (8 POINTS)



This powerful art allows Ryu to fling a blast of fire diagonally upwards towards foes above and in front of him. For use against enemies on a hill or slope, or to knock down Crystal Balls that are out of reach, it's your best bet.



FIRE DRAGON BALLS (8 POINTS)



Ryu's Dragon Sword hurls these mystical balls of electric energy diagonally to injure enemies below and in front of him. Useful for clearing away adversaries while clinging to a wall.



INVINCIBLE FIRE WHEEL (15 POINTS)



Upon activating this art, a ring of flame will encircle Ryu and protect him from harm for a short time. Any enemies contacting this barrier will be destroyed. Enemies below will be wiped out as the ring rises from the bottom of the screen to surround Ryu, creating an offensive use for this skill.

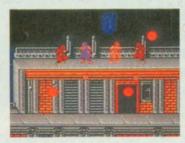


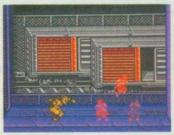
FEGHNIQUES

While the Power Boosting Items give Ryu skills which work automatically (as long as he has enough Ninja Power), there are also helpful techniques that Ryu can perform that only require mastery of his basic Ninja abilities.

SPLIT YOUR BODY FOR MULTIPLE ATTACKS

Ryu can have up to two ghost doubles at a time. If Ryu jumps down from a high place, the doubles will stop in mid-air, making it easy to attack airborne foes. They can also be used to attack enemies on both sides.





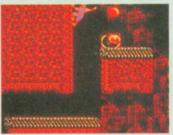


ATTACK FROM THE WALL



While Ryu holds onto a wall or ladder, he can attack enemies using his Ninja skills. Press the Control Pad arrow to the left or right and then press the B Button. The skill will attack in the direction

you have chosen. If you have no Ninja Power, you will be defenseless when you are climbing (you can't use your sword) so be careful!









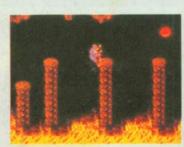
SWIFT KICK-OFF JUMP FROM THE WALL

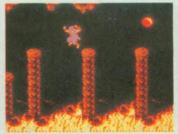
If you don't quite make it across a chasm, or if you take a wrong step, you may end up hanging on to a wall or obstacle that you want to get on top of. It can be difficult to escape from this predicament. In most instances, you need only climb to the very top of the barrier, and then make a quick kick-off jump from there (press away from the wall on the Control Pad and the A Button simultaneously). Immediately press in the opposite direction on the Control Pad to get on top of





the obstacle. You will need to practice this move before you master it (On certain walls, you will be unable to climb all the way to the top. On these, you will need to find an alternate method of going over the top.).









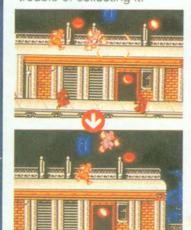


After a year's vacation from action, Ryu is attacked in the city by a group of unusual thugs. His only option is a battle to the death! As Ryu brawls along the rooftops, you can follow his progress on the large map, which points out trouble spots and Power Boosting Items. The small map gives you the big picture of the area. Act-I is the easiest part of Ryu's adventure, and you would do well to master the necessary techniques here, where the pressure is less.

START E E

Choose Your Art Wisely

The second of the two
Crystal Balls in this area
contains the Art Of Fire
Wheel. Although the
Invincible Fire Wheel is more
powerful, the advantage of
the Art Of Fire Wheel is that
it uses less Ninja Power, so
you may want to go to the
trouble of collecting it.



ACT-I Area 1

Dealing With Flying Enemies

Later in his adventure, Ryu will encounter Killer Bats in more dangerous areas than this. But in this situation, you can practice various ways of eliminating it or avoiding it all together. If it appears on the same level as you, jump to another level to dodge it.







from above at this point in an attempt to surround and slash you with their claws. As soon as they appear, use the Art Of Fire Wheel. This will eliminate





Split Your Body

Hidden in this Crystal Ball is the first Red Ninja symbol Ryu can collect. Eliminate the Barbarian, slice it open, collect, and gain a valuable ally in the fight against Ashtar.





Catch Items In Mid-Air

To collect the Invincible Fire Wheel here, jump from on top of the short structure on the right and collect the symbol in mid-air. If you time it wrong, it might fall down off

the screen. You will find that the Invincible Fire Wheel is one of the best Ninja arts to have. Once you have it, avoid collecting a different art.





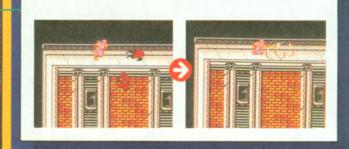
Triple Your Power

Another Body Splitting Power Item is in the first Crystal Ball. Collect it for triple phantom helpers; you may need them soon!



Enemies Rise From Below

Though hoards of evil attackers surround you, it is but preparation for the real challenge ahead. If you kneel and strike at the Dark Ninja, you should be able to take him out as he rises from below.



Ladders Lead Down

B

Never climb down off the bottom of the screen unless you use a ladder that leads downward.





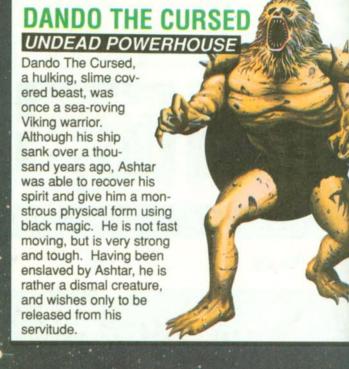




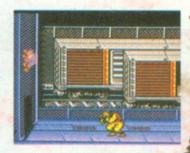


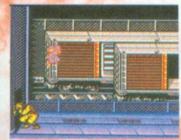


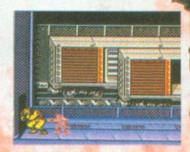
The appearance of Dando The Cursed is the first clue Ryu gets that the attacks on him are part of something much bigger than a simple mugging. Ryu will find that Dando is immune to attacks by his Ninja arts, therefore, the raw blade of the Dragon Sword must be used. Dando moves slowly at first, and this is your chance to move in and attack. After contacting him a few times, retreat and scale the wall. Dando will charge at you even if you've scrambled out of reach. Just before he hits the wall, jump off so you land behind him. Attack and retreat until Dando is defeated.







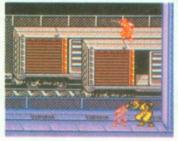


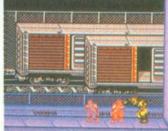




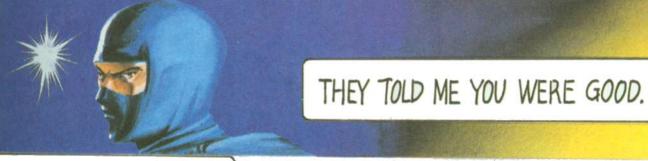
Forget Your Doubles For Now

The phantom doubles created by Splitting Your Body may not be helpful against Dando. Skilled maneuvering might enable you to place them so they can strike Dando, but he will not be fooled by the ghosts, and will still charge at you. The best strategy is to ignore your shadows altogether and focus on your own character's attack.

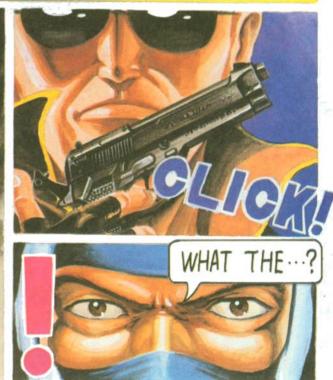














NINJA外伝II

THE JOURNEY TO CAHJA

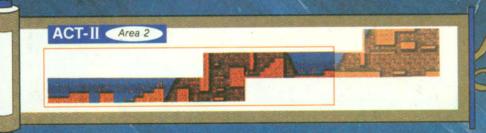
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Ryu jumps off the train near the Tower Of Lahja and begins his assault up the mountain on which the tower stands. A howling windstorm of powerful intensity rages about the mountain, conspiring to prevent Ryu from making his ascent. Bent on rescuing Irene, Ryu is not deterred...







Jump With The Wind

Time your jumps to go with the wind currents on this mountain or you'll fall into a chasm.





Don't Catch The

Windmill Pick up the Windmill Throwing Star, jump up, activate the art,

then climb up the hill. If you don't catch it as it boomerangs back, the star will wipe out both Rockmen.





Use Your Arts And Then Power-Up

In this gap, wind will hinder your movement, so it's best to clear away the enemies with a Ninja art before you advance. A Red Ninja Power-Up is wait-







Blaze Away With The Art Of The Fire Wheel To Get The Scroll

Use your Ninja arts freely here, as it is easy to get bogged down by advancing enemies if you don't. First get the Scroll up high, it will raise your maximum Ninja Power to 50. Then, Maximum Ninja Power is easily obtained at







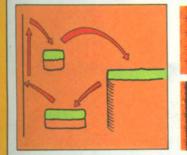


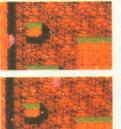




Take The Long Way

To succeed in this area, you'll have to follow the pattern diagrammed and jump with the wind. Unfortunately, you can't use the quick kick-off from the top of the wall technique here.





Sniper Joe Strategy

This is classic Sniper Joe. If you don't take out the first gunman in a hurry, his bullet, combined with the gale force winds, may knock you into the pit. So if you don't get him immediately, be ready to jump!











Use Caution On Platforms

Go with the wind as you make for the ladder. Jumping when the wind isn't blowing your way can delay you or even hurl you to your







How To Get The Medicine Clear away the enemies, then go back and get the items Area 2 in the Crystal Balls. One of these contains Medicine For Healing, and you'll want to be in good health when you go against Baron Spider... ACT-II Area 2 Run For The Ladder Get rid of the flying Harpy before you climb the ladder, or you'll take a needless hit on your way up. **Skip Certain Items** If you have the Art Of The Fire Wheel, which is the best art to use against Baron Spider, do not bother to get the item in this Crystal Ball. Just climb up the ladder. ACT-II Area 2 CONTINUED

Time Your Arts For The Best Result

Use the Art Of Fire Wheel here at exactly the right moment to take out the Jacksons and Harpy with one shot.



An Extra Life

To get this 1-Up, climb up the wall next to it.
Then, when the wind is blowing down, jump at it and cut it down.



Deadly Chasm

The only way to make it across this gap is to jump with the wind, and even then it can be tricky. Be sure to jump when the wind starts blowing towards the right— don't hesitate.

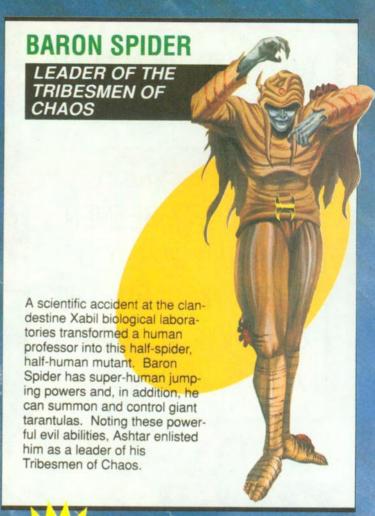






Baron Spider, a leader of the Tribesmen of Chaos, taunts Ryu while perched on a platform, seemingly out of reach. He attacks by casting giant tarantulas at his enemies. To defeat him, climb up the wall until you're level with him and jump towards him. If you make it onto the platform with him, rapidly strike with the Dragon Sword. Even if you don't make it onto his platform, he should jump to the ground; strike swiftly and you'll have another opportunity to attack him there. After you hit him with your sword on the ground a few times, he'll jump back up. The wind makes it difficult, but by repeating this process, victory will be yours!







The Art Of The Fire Wheel Burns Spiders!

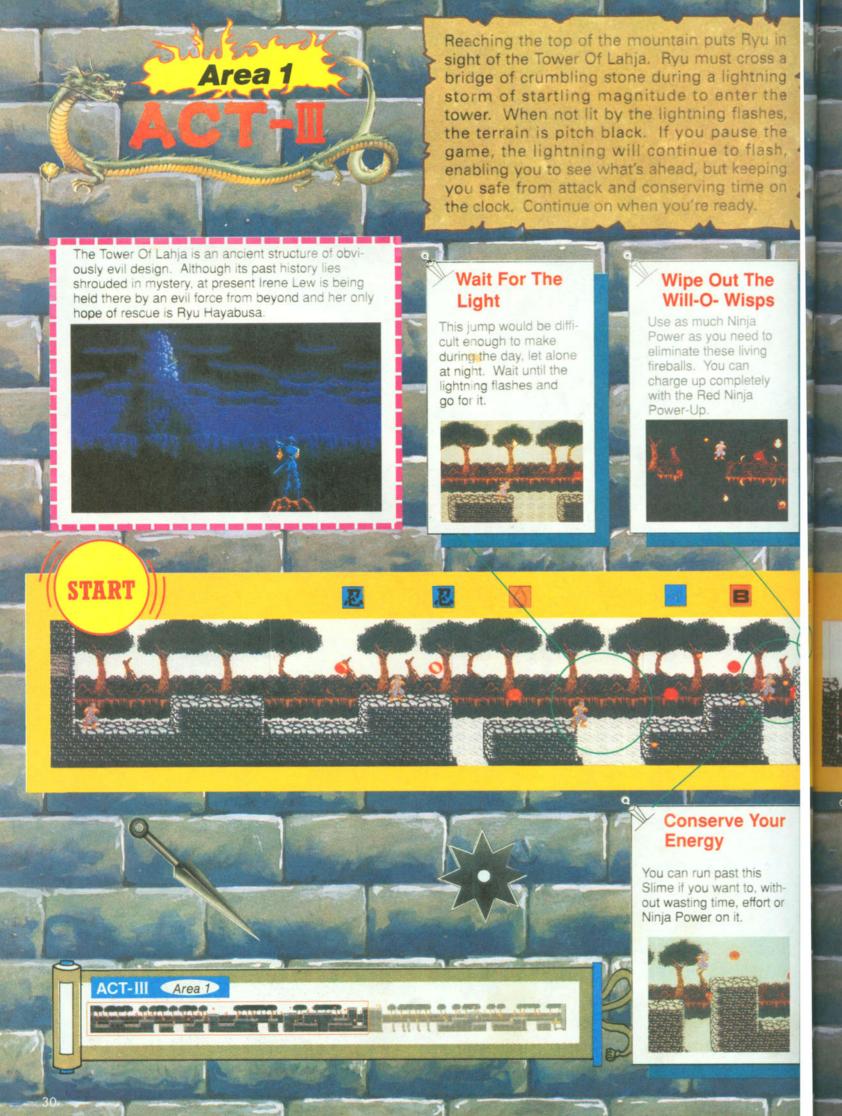
The Art Of The Fire Wheel is a powerful weapon to use against Baron Spider. However, when you use the art, time it so you hit the Baron and don't waste it

on his pets. If you obtained the Scroll earlier in the area and have full Ninja Power, you should be able to make short work of him.



















Two Swords Are Better Than One

Funky can also be attacked effectively with phantom doubles. If Ryu jumps, upon landing his doubles will be suspended in mid-air above him where they can attack Funky Dynamite as he flies. The trick is to avoid taking damage while letting the ghosts do the work.







TURNED OUT BE!

DIE, LITTE NINJA!





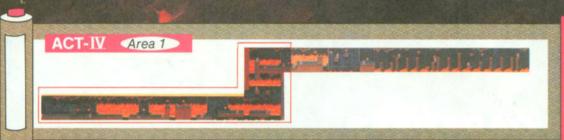
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THE MAZE OF DARKNESS

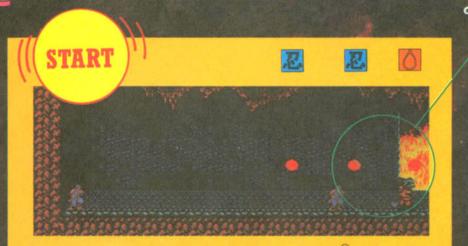
GAIDEN



Beneath the dreadful Tower Of Lahja is tunneled the Maze Of Darkness. Penetrating into the heart of the mountain on which the tower stands, the maze is lit by mystical fires from the realm of chaos and is crawling with killer creatures. Although the first part of the Maze is relatively easy, as you progress you'll encounter some frustrating pillar jumps. Be sure you've mastered all your techniques; now is where complete mastery will pay off.







Goblin's Eye Is On You

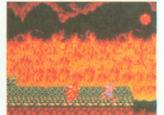
Bounding up to you like a playful puppy, the Goblin's Eye attacks in a frenzy of ten-

tacled terror.
If you don't
get him
quickly, he
can cause a
lot of damage.



Psychic Brain Headache

At this point, a Psychic Brain will fly out of the fire and attempt to bombard you. Psychic Brains will blast out of many of the fiery pits in this area—be on the lookout!



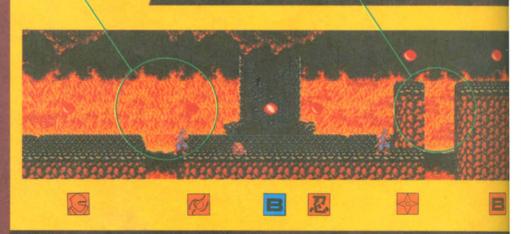


Climb When The Coast Is Clear

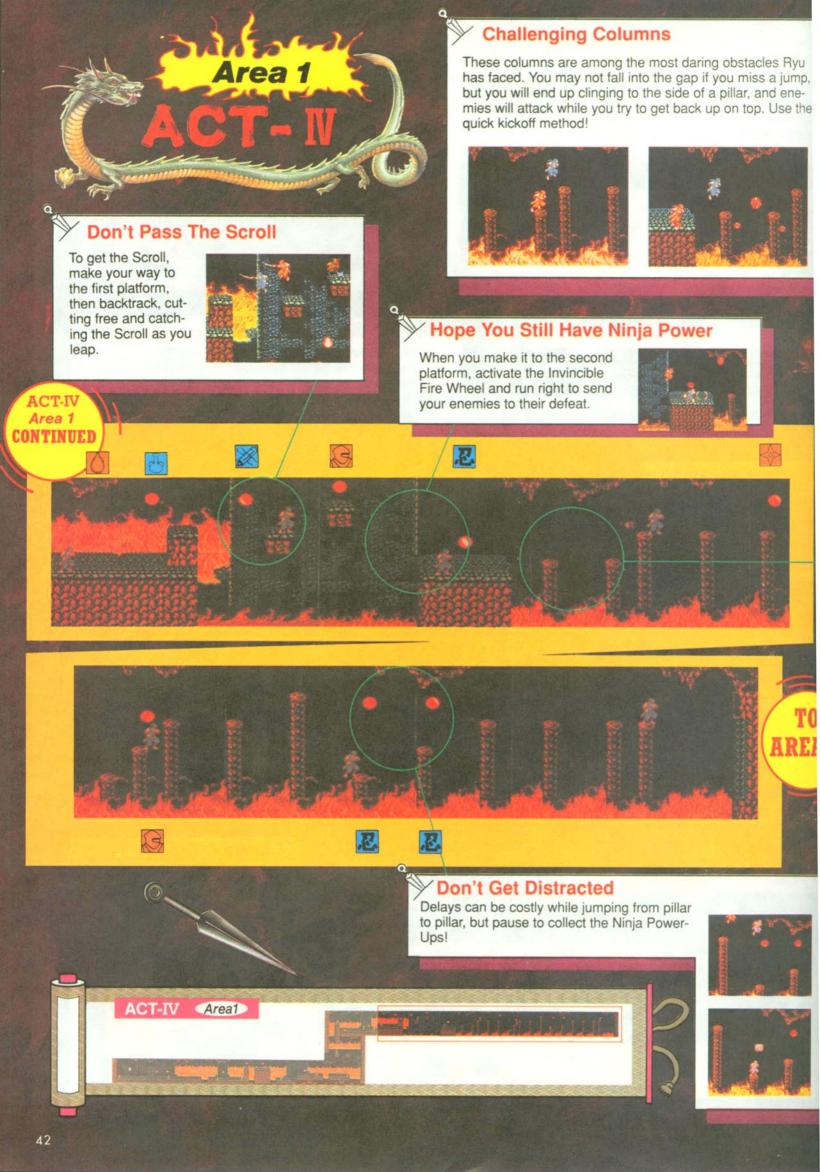
Eliminate the attacking Oblis before you attempt to climb and advance.













Deeper in the Maze Of Darkness, Ryu finds strange rivers which originate from the mouths of bizarre statues. The blue substance flows like water and can carry you along like some sort of liquid magic carpet. Treacherous jumps and perilous platforms also await Ryu's challenge!

What Is This Stuff?

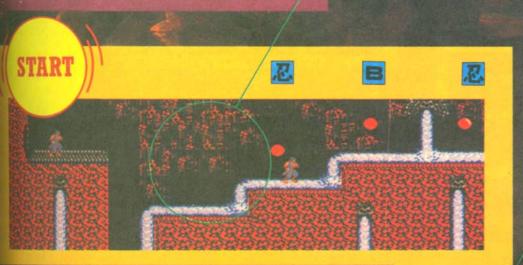
his bizarre blue substance slike nothing in the real world; it must be from the World of Chaos!



Watch That Last Step

When you reach the bottom of this wall, hold Down and Right on the Control Pad to make the leap to the right platform.

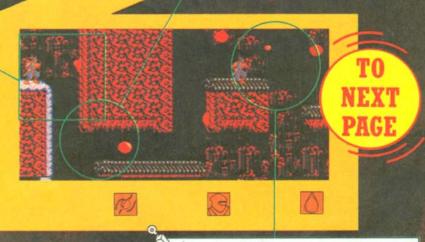




Use The Windmill And Dive!

Activate the
Windmill Throwing
Star and then climb
down. If you climb
fast enough, the
Windmill will continue to clear out all
the enemies here.





Beware The Barbarian

Don't jump this gap until the Barbarian on the lower platform is out of the way.

Then watch out for Hustlin' Jim behind you.







The Wild Windmill

Launch the Windmill as soon as you get it, and you shoul wipe out all the enemies in the vicinity of the ladder if you move fast enough.





Area CONTIN

Power-Up Opportunity

You may as well grab this Ninja Power-Up. It's easier to collect if you first jump to the left side and then go back, cutting and catching it in mid-

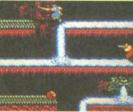
Take It Easy

Even small jumps can be treacherous when you're fighting the current along with the enemies. The Art Of The Fire Wheel will clear the way for you to proceed more easily.





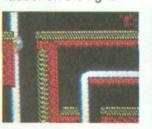
air, but you can do it either way.





Don't Follow The Waterfall

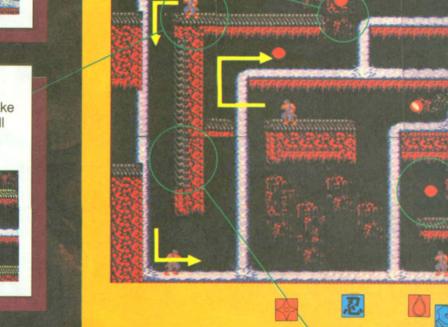
You can climb on the left side here as you make your way down, but you won't be able to go all the way down on the waterfall, so jump to the ladder on the right.





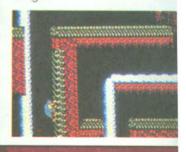
ACT-IV

Area2



Ladder

Yes, it leads to the rest of the



Stand Your Ground

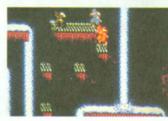
As soon as you jump onto the first small platform on the middle level, a Harpy will swoop down and attack. Stand on this platform and defeat it before you move on. Get rid of the Barbarian above before you go to the upper level.

В









The Long And Winding Road

forms as you make your way up to the top tier.

This is another area where you'll have to take a twisting route

to advance. Be careful of your footing on these small plat-

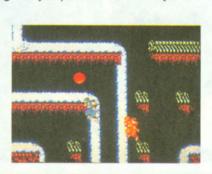
Use The Ladder

As usual, when you reach the end of the line, look for a ladder.



Long Jump, Little Platforms

Since there aren't any enemies attacking at this moment, take your time making this jump, it's kind of tricky.



It's A Long Way To The 1-Up!

Follow the trail of small platforms back towards the left and onto the larger platform where the Kuo-Tao paces, guarding a 1-Up. If you collect this 1-Up, then go back up the ladder to the left, when you come back down, the 1-Up will be there again!





NEXT

Heal Thyself, Ninja

Grab this Medicine Of Healing if you're feeling weak.









Carve Pumpkin Head Quickly

Fry this Pumpkin Head quickly, or else the fire he breathes will knock you into the crevice below.



Climb Against The Current

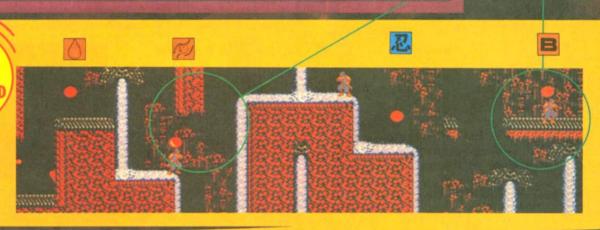
As soon as you jump this gap, press Up on the Control Pad to climb against the raging current of the waterfall.

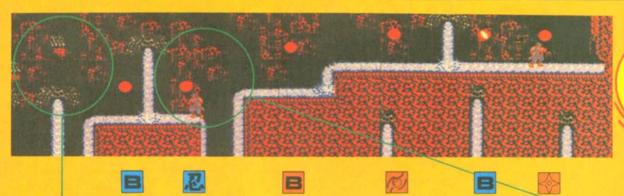












TO AREA 3

Turn Around At The Right Moment

Hustlin' Jim will chase you through this area. When you get to the small platform here, turn around and defend yourself. Then wait until the Pumpkin Heads fall off the cliff before advancing.





The Last Lap

Smash the second Pumpkin Head and go right. Defeat the Hustlin' Jims with your sword and collect the Windmill Throwing Star just before the exit of this area.











Only the head of this strange monstrosity is vulnerable, but it is defended by two gigantic clawed hands which reap slowly back and forth beneath it. Although the head can be damaged with Ninja arts, it is just as quick to hit it with sword thrusts, especially using phantom doubles. Stand on the platform opposite of where the monster's hand appears. Then, jump repeatedly, hitting the head with your sword, Ninja art or phantom double. When the other hand appears and reaches for you, jump down to the other platform to avoid it. Repeat this process, scoring two or three hits each time, and you'll defeat it in no time!



Naga Sotuva embodies all the ferocious qualities of the predatory dinosaurs of prehistoric times. This stationary guardian is all that remains of a dinosaur that somehow wandered into the underworld millions of years ago. Preserved by the cave's proximity to the magical Realm of Chaos, the creature became the guardian of the Maze Of Darkness.



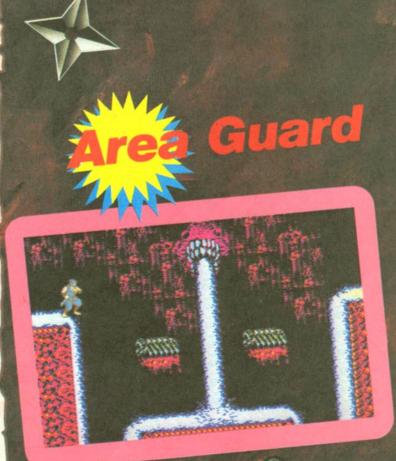




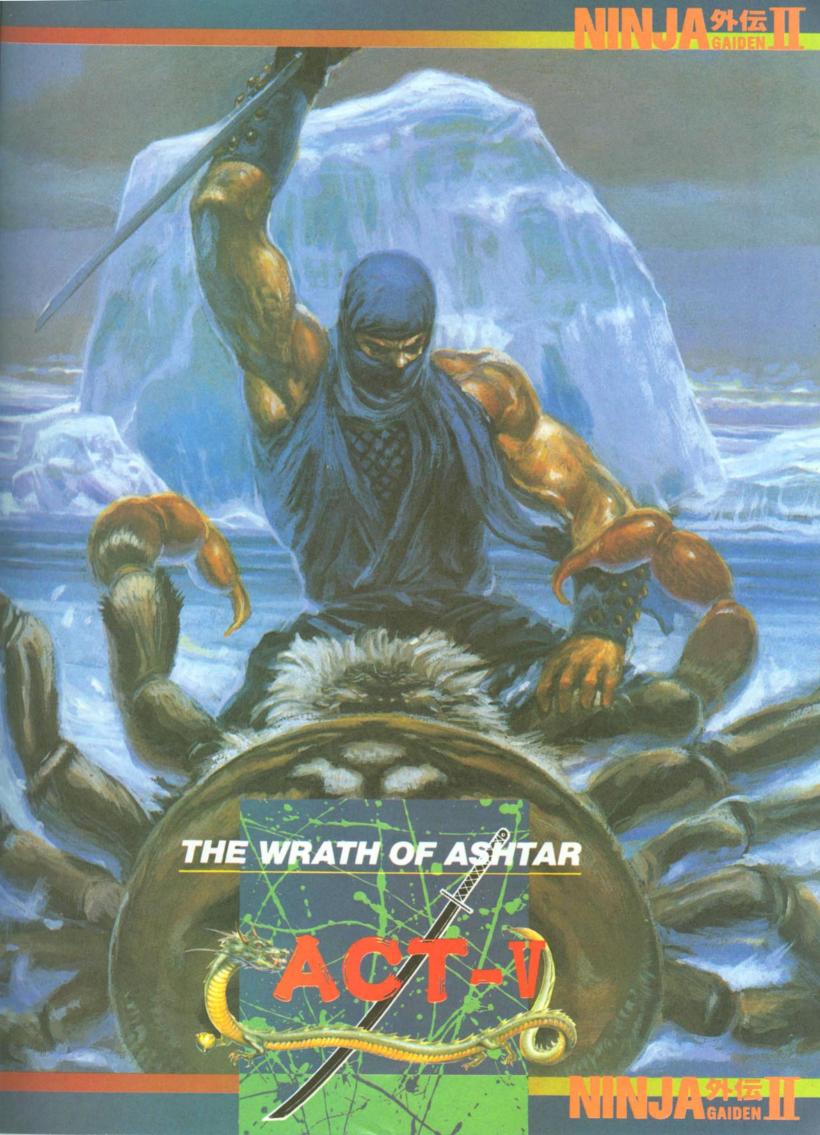












Area 1

You are not through the Maze Of Darkness yet; not by a long run. More diabolical drops and devious deceptions await Ryu. You'll have to use your Ninja arts wisely to conserve your Ninja Power for challenges ahead.

Get The Power Ninja Power!

To get a Maximum Ninja Power-Up, go left and climb to the upper platforms, and then go right. A Basaquer Clone will briefly appear, but won't attack you unless you go back towards the left.





Stealth Attack

Quickly climb up the wall here so you're just high enough to throw the Shuriken at the Goblin's Eye and Sniper Joe, then let 'em have it!





Massive Enemy Attack

Enemies will attack from all sides here— A Running Stan, Killer Bat and Rolpher. Cut your way through the crowd, and climb the wall to escape.



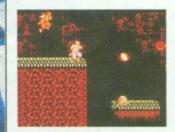






Goblin's Eye Takes A Plunge

Stand just on the corner here and take a breather. The Goblin's Eye will impatiently leap into the pit after a few moments. That's your cue to continue onward.





Which Art Would You Like?

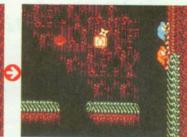
In most cases, the Ninja art of choice is the Invincible Fire Wheel. This mighty power is in the third Crystal Ball from the right. To get it, you'll need to use another art to shoot down the Invincible Fire Wheel. and then catch it in mid-air. One sequence that works is to collect the Windmill



Star, use it to knock down the Art Of Fire Wheel, then use the Art Of Fire Wheel to get the Invincible Fire Wheel. Do not collect any other arts once you get the Invincible Fire Wheel, or you'll lose it!











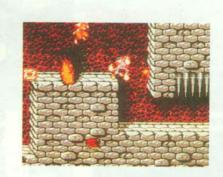
Deeper Into The Depths!

This ladder leads to the deepest depths of the Maze of Darkness-the Corridor Of Pain!



Ready, Steady, Go!

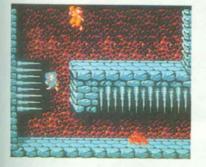
After you jump this flame, activate the Invincible Fire Wheel and run to the right as fast as you can.





Lethal Spikes

Although Ashtar has very odd taste in interior decoration, these stickers aren't for looks, they're deadly!



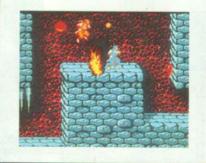
Hark! It's The Dark Carriers

A trio of Dark Carriers will drop down here, but don't worry, they are slow and easily destroyed. Just kneel and slice.



Do Not Collect This Item

You'll want to avoid cutting open the first Crystal Ball here. Stick with the Invincible Fire Wheel. However, by all means get the second one—it contains a Ninja Power-Up.







Hot in pursuit of Ashtar, Ryu breaks out of the Maze Of Darkness only to be momentarily blinded by a dazzling world of mountains and ice. How did he end up here? In the Realm of Chaos, anything is possible! The eerie landscape throbs with sub-zero energy, as cold as Ashtar's evil heart. Surfaces are icy and difficult to run on, let alone climb. Accomplishing the swift kickoff maneuver to get on top of a hurdle is a true test of climbing skill.

As Ryu speeds through the Maze Of Darkness, Ashtar's wicked prophecy echoes in his mind: "To the one who releases Darkness with the immortal blood, he shall receive the power of Almighty Evil. The legend shall come true. This Earth shall fall into shadow and the servants of evil shall rule forever!" The words chill Ryu to his bones and fill him with renewed determination. "I'll get you, Ashtar!"





Slippery Surface

It's difficult to come to a precise stop on the icy surfaces in this area. If you try to stop, you'll slide for a short distance, making perfect positioning difficult.



Double Jeopardy!

Defeat this pair of Slimes while they are both on the right wall. If you wait until one of them moves to the left wall, it will be doubly difficult to get through here.



Don't Go Too Far!

By all means go up to this area and get the Ninja Power-Up in this Crystal Ball, but try not to slide too far to the left, or the Slimes you eliminated will return.



Fire 'N Ice

The Art Of The Fire Wheel, which can be had right here, is very useful in this area, so collect it quickly.



Torch The Tarantulas

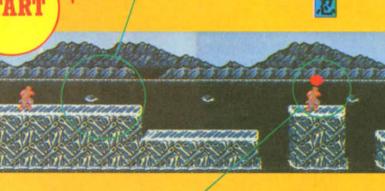
The Art Of The Fire Wheel comes in handy against these hanging Tarantulas. Although they can be defeated with a sword thrust, it's easier and quicker to use this Ninja art.







START





















Take Care Of Kuo-Tao

Destroy this crazy creature before you cut the Crystal Ball and get the Ninja Power inside. Otherwise he's likely to hit you.



Area2

Split Your Body

This is always a useful Ninja art to have. You should always try to have your two doubles with you.



Stand Still For The Harpy

As soon as the Harpy flies onto the screen from the left, stand still and wait for it to come in range of your sword.



Make A Friend

Get the Body Splitting Power here.



You Missed One

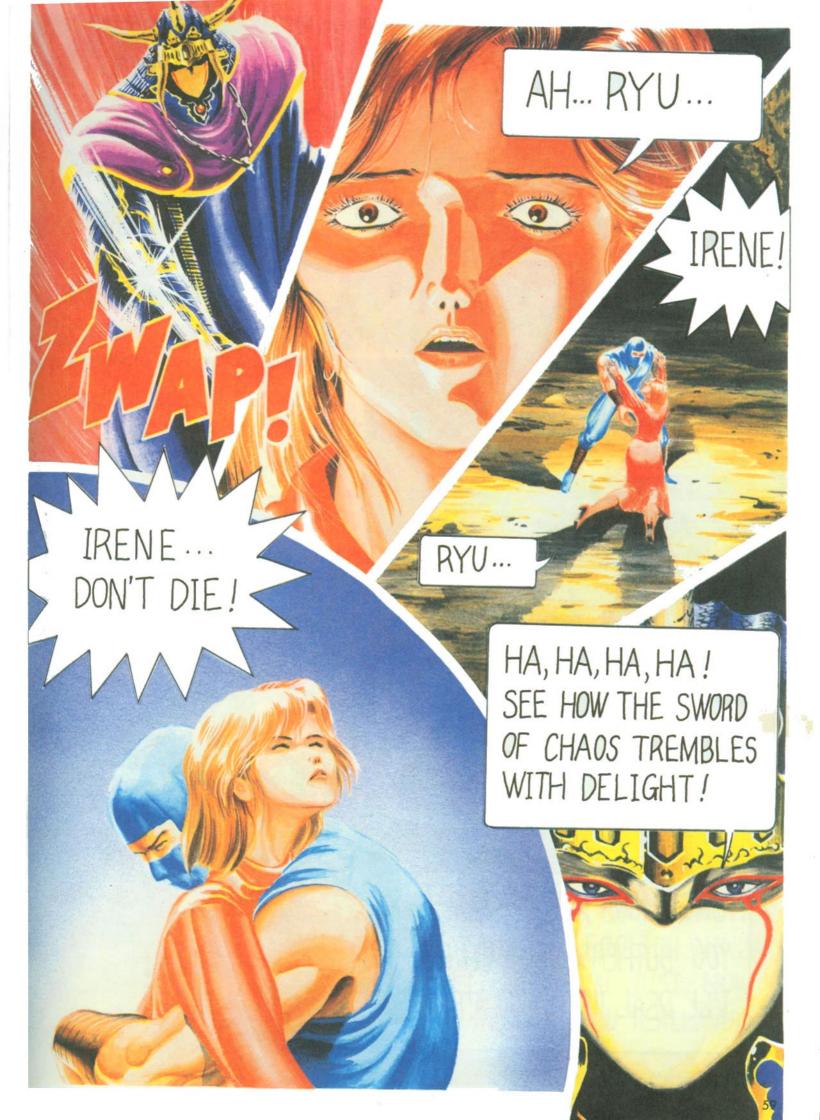
Not all the Tarantulas here are wall ornaments, at this point one will creep up from behind. Squash it!









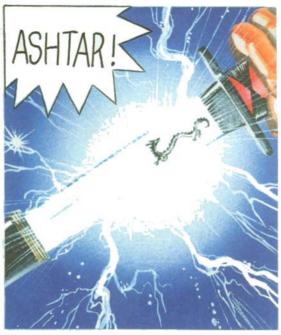


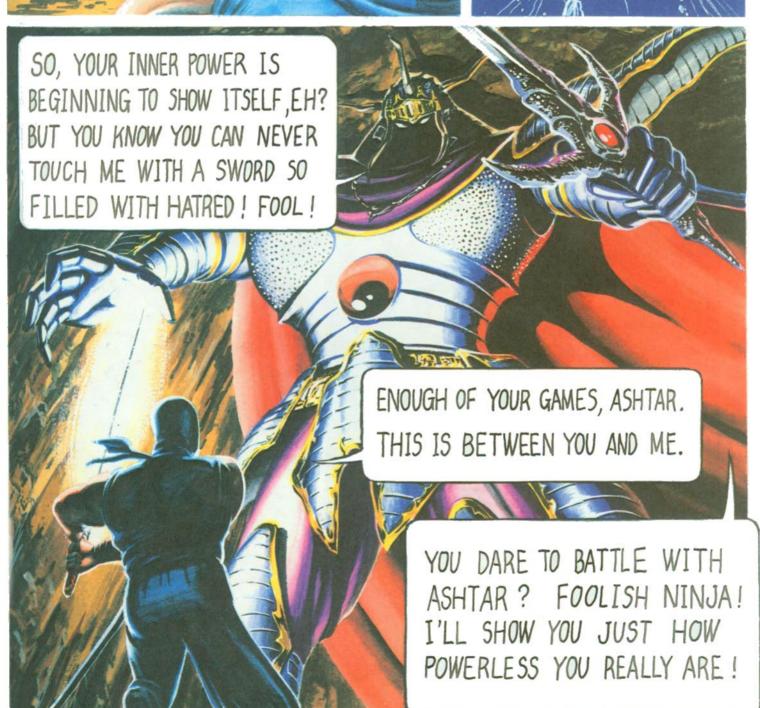














This is it! Sword to sword against Ashtar, the Emperor of Darkness! Ashtar will appear and disappear randomly throughout his chamber. Before he appears, a ring of fireballs will converge on the spot where he will materialize. After he is fully visible, the fireballs will shoot out from his center again, and he will fade away. He is only vulnerable at that moment when he is fully visible, after the fireballs have come together. The fireballs have the same pattern coming and going. Once you see the pattern they follow going in, rush in and stand in a spot where they won't hit you as they go out. Strike Ashtar with your sword or a Ninja art, aiming at his sword for best results.

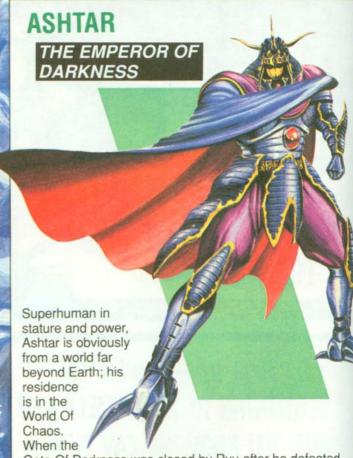












Gate Of Darkness was closed by Ryu after he defeated Jaquio, Ashtar schemed to cast it open again, unleashing the host of Chaos upon the Earth. His sword, the evil counterpart of Ryu's Dragon Sword, was to make all this possible.

Need a breather from battle? Climb the wall just a bit off the ground and you'll be safe from Ashtar. However, you won't be able to attack him unless you have Ninja Power.





Area Guard

NINJA外伝II

THE CASTLE OF CHAOS

NINJA外伝II

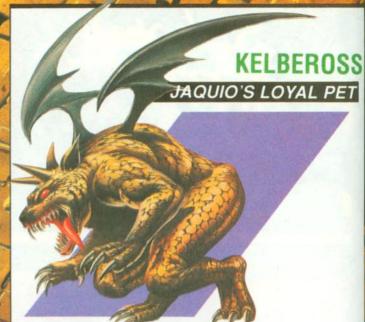








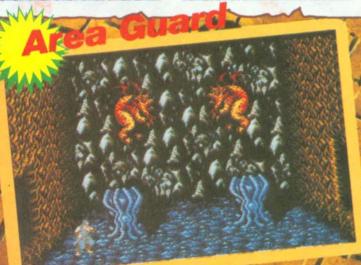
Intruders to this sinister fortress are greeted by a pair of leaping, dog-like creatures which will be familiar to those who followed Ryu's last adventure; the Kelbeross! Only one of them can be damaged, the other is invulnerable. You must determine which can take damage (by watching the Enemy Strength Meter) and concentrate on hitting that one. Which dog is mortal and which dog is not will vary every time you encounter them. Use your sword to parry the plasma blobs the Kelbeross bark at you.



The legends say that Jaquio's pet dog, Kelbeross, once died for the cause of Darkness, but returned to his master as an evil creature twice as powerful as before. Not only was the canine given a monstrous form, but also a sort of phantom double, which although it looks real, cannot be hit. Although Ryu defeated these beasts in his first adventure, they returned from the dead once, so why not again? And can their master be far behind?







Let The Dog Out

Fighting the Kelbeross can be a real pain, so get rid of one of them with a single shot. When the Invincible dog is in front of the left door, hit him with a Ninja art, and if you time it right he'll be knocked out the door, never to return!





A Safe Spot In The Kelbeross's Cage

Climb to the top of the right wall and execute the quick kick technique until you fall down to where the door is. Kneel down and the Kelbeross won't be able to hit you. Of course, you won't be able to attack them unless you have a Ninja art like the Windmill Throwing Star.





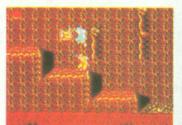




The weird and alien decor of this final fortress is stunning to human senses. Walls dripping with slime and graven snake designs bespeak the obvious evilness of the inhabitants. Upon battling his way into the castle, Ryu meets up with Robert and learns that Irene has been recaptured by the forces of Darkness. As Robert makes his final stand covering Ryu's flank, the last Dragon Ninja leaps into the fray!

Don't Give Up The Ghost

You'll want to have a lot of allies before you advance, so if you don't have your quota of ghosts, get the Body Splitting Power



Fight Fire With Fire

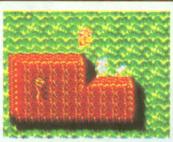
Use an art to snuff out the Wisps, clearing your path to the ladder. One of the Wisps will regenerate quickly, so you may have to deal with it using your sword a few times before you reach the ladder.



ACT-VII (Area 1)

Required Reading

This may be your last chance to increase your Maximum Ninja Power. Don't miss it!

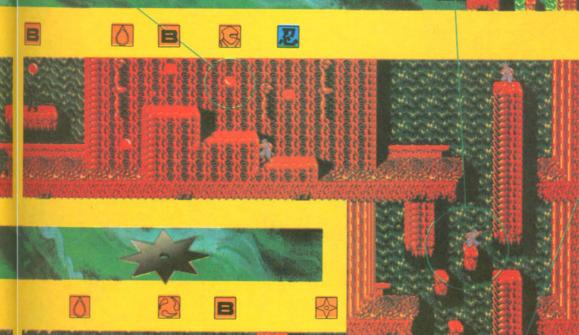


One Last 1-Up!

Fight your way onto the platform and jump from there to cut down the 1-Up. You can also climb up the left wall and reach it from the top.







Bounding Brains

With a fast Psychic Brain on the left and a Fire Snake guarding above, you almost have to use an art to get through here without taking a hit. Use either the Art Of The Fire Wheel or the Invincible Fire Wheel to blow them away before you proceed.





You Need This!

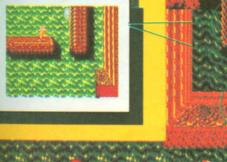
Rush up here, grab the Maximum Ninja Power-Up and turn and face your pursuers.





Camouflaged Ladders

The ladders in this fortress can blend in with the furnishings. Go straight for them—don't hesitate.

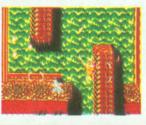




Wild Will-O-Wisps

Don't pass up the Art Of The Fire Wheel, but use it on these fireballs. These Wisps move quicker than the ones you've met before, so you'll have to move quicker too!







70





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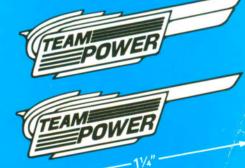
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Use Lightning to Your Advantage

When tightning flashes across the eerie land which Ryu must travel, use it to your advantage! Pause the game to freeze all enemies. This will allow you to spot danger ahead in the surreal glow as the lightning keeps flashing. Now is the time to plan and strategize your next move!



